

## Welcome Subscribers, Players, Traders and Samplers.

\*\*\*Note. This is issue #9. Issue #8 was a collectible issue handed out at AvalonCon '95. Everything in that issue is in this issue. I had hoped to have this issue mailed out earlier, but I missed on that account also. Anyone wanting issue #9 can have a copy, but it will be a reprinted version. This way the price for the collectible issue will hold true. There were 50 issues printed and their current value right now is around \$5.00 USD each.

I'd like to thank all those people who thought this publication was worthy enough to make it third in the 1995 Runestone Poll. I'm not sure what the highest ranking for a rookie publication is, but this is something special indeed. As for next year - Doug I'm gunning for you.

I want to apologize for the delay. The good news is that this issue is free of charge. From now on, I will be sending out Email and Postcards to inform all subscribers of any delay. The magazine will be mailed out within 7 days of the last deadline or the delay correspondences will be sent. Some players failed to send in their moves again, even though I mailed out the letter. To alleviate any problems - I have not NMRed those people and am letting the game pause for 1 issue. All moves are then required for next issue.

This has been a time of change for the Pasko household! The events that I have had to encounter are, Blown Head Gasket, New Car Purchase, New Job, Wife Turning Thirty, Replacing Blown Head Gasket, hectic off-site training for new job, Upgrading my Computer, Promotion at New Job and More Training. These events would have probably gotten the better of a lesser man but, they just about killed me. But, I got better.

The new date procedure for this publication will be;  
1 week after deadline for mailing,  
5 weeks after mailing for next deadline.

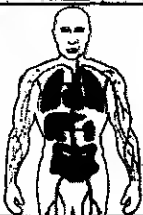
A new section has been added to the publication. A column documenting Colonial Diplomacy issues has been created for the *Diplomacy Flagship Publication Diplomacy World*. This column will also run in this publication. The name is CDD Lab Notes and it will treat every issue and/or subject as a test case in a laboratory setting.

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## Is it Thanksgiving again? Turkish strategy for Colonial Diplomacy.

reprinted from Diplomacy World #74...Written by Thomas Panko

In 1870, the year the game starts, Turkey has been placed between Russia and Britain. Both of these powers are stronger than Turkey, but both powers also span the length of the mapboard. Because of this DIPLOMACY is very important, especially at the start of the game. He should talk to both China & Japan and to Holland & France. If these countries are willing to attack his neighbors from the East, he doesn't have to be so timid during the diplomacy stages.

Because of the great dependence on diplomacy and the actions of others, some people have come up with an opening coined, "The Camp David Opening". The main goal for this opening is to keep peace in the Middle East, as well as give everyone involved the chance to collect neutral supply centers. The opening is:

	1870	1872
Russia:	F Ode-BS	F BS-Rum
	A Mos-Bok	A Bok-Per
Turkey:	F Con-Med	F Mad-Egy
	A Ang-Arm	A Arm-Tah
	F Bag-PG	F PG-Shi
England:	F Aden-RS	F RS-Sud

The idea behind this is that it maximizes the builds (six!) and lets all three powers see what develops. A conflict in Egypt costs England & Turkey equally and a Mos-Bok exposes Russian intentions, as well as costing her a build.

This opening should be coined, "The Ostrich Maneuver". It gives you time to grow, but it doesn't look into the future and doesn't give you many options after the first two turns are over. You are stuck with either an advance upon Russia and/or Britain. Those are your only two viable options. Sticking your head into the ground in Diplomacy will get you an early seat in front of the television every time.

To create an opening that really works Turkey has to work with one goal in mind, to obtain the rights to Persia because Persia is the key to the East. Persia must be held for Turkey to be able to march his armies to the Eastern territories. He would march thru Afghanistan, right above Britain [Karschi & India] and below Russia [Boku & Tashkent]. If Turkey is not allowed to own Persia, he is forced to attack one of his neighbors. Why? Because he can't get to anyone else!

Turkey's first business should be to find out what plans the countries in the East have. This shouldn't be too hard, because the Far East will not view him as an enemy. If France & Holland have teamed together, Turkey can count on his southern route possibly being quite soft in a few years. If Britain is attacked by a united front any bargaining chip that Turkey has at the start, even if it is a small one, disappears. Britain has a possible "6" builds from the start and if he's working with France and/or Holland, he'll probably get them.

The biggest variable with deciding Turkish strategy, is the Russian player. The mapboard has enough supply centers in the West that I've seen Russia retreat from the Eastern Sea-board, hit the West hard, and then reclaim the East. If Russia is going to be attacked in the East, then the bargaining chip that Turkey has against him has to be used. Claim Persia, offer Rumsnia in exchange. State Bak "DMZ". This will alleviate the bottleneck, and give you room to grow. Russia, shouldn't mind giving up Persia, since he will be able to concentrate his forces in the East. Don't be fooled to see his armies go East, they could be in your lap before you know it. The Trans-Siberian Railroad is the main reason why Russia & Turkey don't normally function well together. Turkey knows that Russia can be at her door at any moment & Russia knows it too. It's a loaded gun and someone's always going to try and pull that trigger first.

Initially, it's not in Turkey's best interests to strike out at anybody, unless Russia is sitting in Bak. Even then, whine, hitch, & move. Maybe you'll get some form of reaction. Nothing Britain does in the first couple of turns, could make it beneficial for you to strike him.

There are two variations to the Camp David Opening.

Number 1 - The Camp David Sea Maneuver:

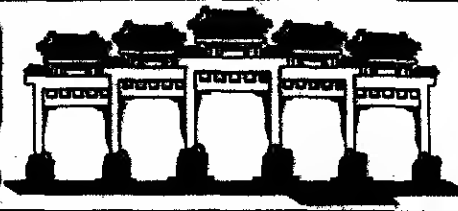
	1870	1872
Russia:	F Ode-H	F Ode-Rum
	A Mos-Bok	A Bok-Tas
Turkey:	F Con-Med	F Med-Egy
	A Ang-Arm	A Arm-Tah
	F Bag-PG	F PG-Per
England:	F Bom-Ara.S	F Ara.S-Kar
	F Aden-RS	F RS-Sud

Number 2 - The Camp David Land Maneuver:

	1870	1872	1874
Russia:	F Ode-H	F Ode-Rum	
	A Mos-Bok	A Bok-Tas	
Turkey:	F Con-Med	F Mad-Egy	
	A Ang-Arm	A Arm-Tah	A Tab-Per
	F Bag-PG	F PG-Shi	
England:	F Bom-Ara.S	F Ara.S-Kar	
	F Aden-RS	F RS-Sud	

For either of these openings, Turkey will have to work with his neighbors. If he chooses the Sea option, then all he has to worry about is Russia bouncing him out of Persia. If the Land option is chosen, then he can use either one of his neighbors to support his 1874 move if the need arises. Both of these options will benefit Turkey's neighbors, actually each one benefits his neighbors in different ways. The main objective of this opening is for Turkey to be able to move his forces out into the board and still keep peaceful relations with his neighbors. Since these Camp David openings help relieve the pressure that can occur between Russia & Britain and Turkey, it's easy to see if any neighbors are interested in an initial conquest of Turkey's territories. Any neighbor that won't discuss these options, definitely has something up his sleeve.

The Camp David Openings, whether by Sea or by Land, is a formidable opening for the player drawing Turkey and is a foundation for lasting relationships with his neighbors.



I will use this column to try and earn my keep on CDD's list of Doctor's. It's called the Samurai Diplomat primarily because I believe the name has a certain flair and it has the same Eastern theme as Colonial Diplomacy. What you will find here will differ monthly based on my personal whims, could be Diplomacy, could be politics, could be current events or even baseball. Like I said my personal whims. That is not to say every word will be from my pen though. If you have an opinion you'd like to share in detail, there should be room for it here. I intend the Samurai Diplomat to be a safe haven, and any editing will be done with respect and the utmost restraint. Tom's flippant editorial style is entertaining, but overdue is a little yin to go with all that yang.

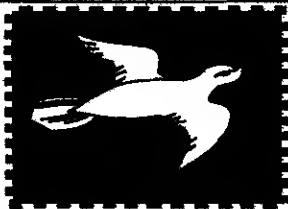
What will always be included is a list of CDD Medical Journal Colonial Diplomacy victors - the Hall of the Samurai. Peoples memories are too short, the Hall exists to more permanently recognize achievement. Given the speed of postal play though it might be a while before any one is so honored. So that is what the Samurai Diplomat is all about. *[Editor's note - The victors will be listed somewhere, but you've got to supply me with at least one full page to keep the column going.]*

This months whim is strategy articles. Tom has been requesting from me strategy articles on Colonial Diplomacy, as if these can just be popped out. Not so easy to do let me assure you, even without considering I am thrice burned from the last one. Scorch one, try and play a game as a country where you've laid out you thoughts for all to see. I am understandably not getting much cooperation from certain parties. "Um, really ignore what I just wrote, that was the evil Vince..." Scorch two, the designer called it insipid. Thankfully, people tend to disagree with me all the time so I am hardly fragile, just the same my eyes bugged out a bit reading it, even if the insult was indirect and unintentional. ~~Scorch three~~ - Tom wields a heavy editorial pen, even the title of the article wasn't off limits. Wow, with rewards like those, where to draw the inspiration to write again is manifest. *[Just trying to make you sound better!]*

In a conversation I had recently, an experienced player found strategy articles of little value and actually read them with some suspicion. A longtime player would find them of less value; they have the experience to draw their own conclusions. Reading them with suspicion surprised me a bit. Would somebody actually write an article to send someone down the wrong road, or to mislead opponents away from their own intentions? I am guilty of being a bit naive so it is little wonder that that never occurred to me. It would be shameful to send a novice on a path to ruin (outside of the context of a game of course). It would probably prove ineffective against experience players to make it worth writing an article for that purpose. Therefore I am inclined to believe the articles are sincere.

I still haven't addressed why anyone would want to write them. As a novice I found them invaluable, they provided some direction in an otherwise alien situation. As the cliché goes, I knew how the pieces moved, but I had little clue on how to move the pieces. Even now, I read them with interest. Someone may draw the same conclusions I have but they very rarely use the exact same logic to arrive there. To me that is valuable insight. Approaches I've discarded as unworkable are sometimes presented as the preferred means to an end. I may remain unconvinced and yet benefit from reading about a problem approached from a different perspective. So there is value in reading them (to different degrees depending on the reader), but it is still difficult to justify writing them. On the surface of it there is little to gain from sharing a strategy with others. It will likely only make winning more difficult. Yet freely sharing strategies and ideas will improve play making for better games, and enjoyment comes more from a well played game than from winning. If you think I'm being foolishly altruistic tell me the last time you got a kick out beating a five year old in chess.

With Colonial Diplomacy we have a new world to discover and unique situations to examine. I want to encourage anyone with an experience or an insight to share to put it on the line and write about it. Sure, in the short run its going to be used against you, you'll earn criticism not praise, and some editor is going to make a mockery of your ideas, but somebody somewhere might play a better game because of it. That just might come back to haunt you. And that is exactly the reason why you should do it.



\*\*\*Note. These letters might be a little dated, but I thought that they should be printed....

{Bill Scharf}...In the opinion department, I'd rather you held up the publication - rather than rush it out with just the games. What I'm getting is more important to me than when I'm getting it. Blah, blah, blah. Your zine looks better and better, keep up the good work!

Thanks for the note. I guess it's where you are when looking at the situation though. If you are a subscriber mainly for the games then you might be prone to vote for the game results. If you are more interested in the serenity with oneself that this publication can give you, then you'd probably vote in favor of your opinion. I haven't heard any grumblings, but if I make it a steady habit like some people - I'm sure that I'd get it with both barrels. And rightfully so!

{Fred Davis Jr}...Regretfully, I must end our Trade agreement with this issue of Diplomag. The July 1995 issue of DIPLOMAG will be my last issue, as I begin my semi-retirement from the Postal Diplomacy hobby. Blah, blah, blah. While I have enjoyed reading your zine, there is a limit to how many I can continue to read. Best of luck for your continuing endeavors. P.S. New format for CDD-MJ is a great improvement.

Well, sorry to see you go. I hope that I'm only losing you as a subscriber and that the Diplomacy hobby is only losing you as a publisher. You have done many things for the hobby and if you were to leave it totally, there would be a very big void to be filled. Hope you have fun in your semi-retired state.

{Steve Bernosky}...Enclosed please find \$10.00 in still valid American Currency (I'm not sure how well the dollar is doing against the yen today) for an extension on my subscription to CDD-MJ. Please use \$5.00 for that purpose. You advised me that the first five copies of the zine were available for purchase. If that is still correct, kindly provide me with said issues. Blah, blah, blah.

You wanted them - You got them. Back issues are available for the \$1.00 charge & any additional postage & handling required. They hold a bevy of information. [yeah right] Since you are one of my many lowyer subscriber's I have a question for you. Would it be feasible to start up a game publication as a non-profit organization? It won't make money - it's a definite money pit. You could charge for mailing expense and you are providing a service - game adjudications. Hmmm. What do you think?

{Ron Newmaster}...Please recheck your records. On 2-12-95 I sent you a \$7 check to extend my sub to CDD-MJ. Her's another \$5, but I hope to see the \$7 credited by next issue too.

Yup, no problem. My error! When I threw the issue together - I was in such a hurry I didn't check over the subscription balance. Thanks for your understanding and patience.

{Peter Hawes}...Whether the title "DR." is used is irrelevant to me, but I would like to advise your reader who wrote about it that I am a physician - Doctor of Medicine - which is no "Easy-Peasy" degree in Australia. It is a 7 year course giving a Bachelor Degree in Medicine and Surgery. 1% of university applicants are accepted into our medical faculty. In the series replay: do you want a general commentary or a discussion on each power's tactics?

Thanks for the personal info, I guessed you were a medical doctor from your letters, but I wasn't sure. As for the series re-play, a general commentary on the moves with a little bit of tactics sprinkled throughout would be fine. You don't have to go into detail on every country every turn, but if certain countries do something worth noting, you can point it out.

{Phil Nast}...I read in Pontevedria #54 that you are running/or know of openings in 1) Pax Brit & Adv. Civ. I have played Pax & regular Civ as boardgames and would like to play them PBM. How do I get started?

[The Civ game is filled, but you can join our Pax game in waiting. To play you will need the boardgame & a subscription to my publication. That's it.]

{Stephen Agar}...Blah, Blah, Bloh.

[Wrote a letter commenting on a few points, that would keep me up all night if I tried to type it. First he expanded the idea that US Zines don't publish enough about the Hobby in general. He also explained the "Dr" comment that he had stated last issue. He wanted to know if it was relevant and I think that he was worried that some offense might have been taken. None was taken on my part and I hope no one else's. The INSIDE joke of the matter is: I met Peter Howes at AvalonCon '94. He was a very personable person and the group of us who went down together, liked his game. I had been running a sub-zine called The Tor Pits and figured that this new game would be a great idea for a Zine. I mentioned this to Peter Howes before I left the convention and he thought that it would be a great idea and offered to write articles for it. I kicked around an awful lot of ideas until I came up with the disease called "Colonial Diplomatic Developmentitis" and then created a medical journal centered around it. As it turns out, Peter Howes is a MEDICAL doctor! Well, that's my story and how it came that I sprinkled his Dr. for a couple of issues. Getting back to comments about the lack of Hobby news, I see your point and have decided to act upon your suggestions. I will devote a page on issue to the Hobby. I will print any info I find in other zines as well as soliciting information from certain individuals. Besides my current subscriber listing, I am going to contact David Hood & Larry Peery. They should be able to give me the Hobby info necessary to pull it off. We started trading because I got your name from another listing and mailed you a copy. Anyone who is interested in a superb UK Zine must check out Spring Offensive. You won't be disappointed.]

{Richard Goranson}...Blah, Blah, Blah. Openings for Pax & Dlp. Blah, Blah, Blah.

[Welcome. To play these games by mail here, you need the boardgames and a subscription. The difference in PBM Pax is so miniscule you wouldn't believe it. With yourself and Phil Nast we would have enough to kick off Kong Bound "Pax Game # 1".]



In CDD-MJ #6, Fred Davis Jr. raised some questions concerning Colonial Diplomacy. In CDD-MJ #7, Peter Hawes gave a short informational letter discussing some of Fred's observations. Because Fred's observations have been repeated by a number of Diplomacy enthusiasts, Peter has written an in-depth look at the initial observations and gives explanations to the how and why certain things were done.

Dear Fred,

I am the designer of Colonial Diplomacy and I would like to thank you for the interest you have shown in the game via CDD-MJ. I have been a keen Diplomacy player for 15 years winning several Dip-cons in Australia and my desire to expand the Dip hobby was the motivating factor behind the creation of Col Dip. Many of our club members over the years have left to find new challenges once they felt they had mastered the European board so I thought a published Dip variant would provide a new interest within the hobby. Obviously there are numerous variants in the Dip variant bank but they are not on the bookshelf and readily available for "global use".

At AvalonCon the general gaming community received Col Dip very well and bought out the available copies of it while the Dip players were still locked in battle thus very few of the Dip fraternity got to see the game. However, I detect an air of arrogant indifference toward the game from a few who jealously want to guard Diplomacy's hegemony within the hobby. In fact Rex Martin at Avalon Hill was my greatest obstacle to having the game published. His appraisal in 1989 that it was "the most wildly unbalanced game I have ever seen", was reached after "pushing the pieces around the board for a while". How can one fairly judge the merits of a game like Diplomacy with complex interactions between 7 people without even a single play-test? Why are some people so threatened by what is perceived as competition to their beloved game rather than seeing it as it was intended, as a companion game to enhance their hobby?

Also, there is the notion that Col Dip is so very different. This brings me to discuss some of the points you raised in CDD-MJ.

(1) "I have the impression that Dr. Hawes deliberately tried to make CD as different from Regular Dip as possible." Our group of 10 playtesters are all very experienced Dip players and having the rules exactly the same as the original game was an early priority. Any Dip player who sat down for a game of Col Dip at AvalonCon was told "it's the same as Diplomacy" and they started play immediately.

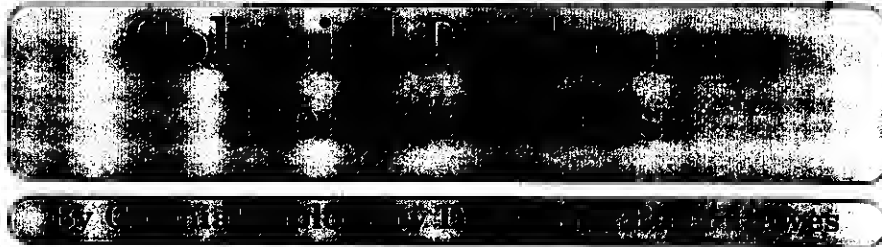
(2) "Almost every Dip variant... for the past 25 years has included a statement that the usual rules of Diplomacy will apply... it would have been a favor to anyone buying the game to have explained this at the beginning." Section 1.0 INTRODUCTION states "Experienced Diplomacy players should read section 11 in order to start play immediately, since the mechanics of play will be familiar to them". Section 11 RULES FOR EXPERIENCED DIPLOMACY PLAYERS states "Col Dip has been designed for Diplomacy enthusiasts... It uses the same playing pieces, game rules and mechanics of play."

(3) "There seems to be some misunderstanding of how the seasons are running." The rule book clearly states "Each turn of the game lasts 2 years, beginning in 1870 and the military unit adjustment phase occurs at the end of every second turn... Orders for the first turn are dated 1870; for the second, 1872; for the third, 1874; and so on... On every second turn (1872, 1876, 1880, etc.) an additional phase is added." There is a color coded Turn Record Track (the counting turns are a different color to the non-counting turns) along the edge of the board to reinforce this and to aid players in getting the correct year on top of their order sheet. (How many times have Reg Dip players put the wrong year on their orders?) I believe this is all quite clear and only people with "Spring-Fall" mindsets seem to have any trouble: the underlying principle of a counting turn on every second turn has been followed (unlike Machiavelli).

(4) "I wonder why Peter Hawes used years instead of Spring & Fall seasons". The nomenclature is academic since as just mentioned, the principle is the same be they seasons or years. However, there is a very good reason for the change. Diplomacy is based on European history in the decade leading up to the Great War and two seasons per year is an appropriate time frame in this context. Col Dip is set during the height of the Colonial Era and covers events which span more than half a century so a more appropriate time frame was needed and 2 years per turn was decided upon. Thus a 20 turn game would end in 1908.

(5) "Rules 6&7... sound like he is 'reinventing the wheel' ". Yee I have reinvented the wheel and with good justification. The original rulebook lacks something in overall presentation, its syntax and most of all in its methodology and definitions eg. section VII. THE MOVE ORDER AND MECHANICS OF WRITING ORDERS: there is no mention or example of actually how you write an order! The first one seen of an order is A Tyr-Mun and this is two sections later under the Support Order. Where is it defined that A and F stand for army and fleet? Even worse, where is a definition of what is meant by Tyr-Mun? How is a novice supposed to know what this means? SECTION VIII CONFLICTS: This section is nine lines long! I would like to see a beginner learn how to resolve conflicts in Dip after reading just nine lines. Why is this section discussed before all the possible orders are presented? *cont on next page*





Similarly, Why are RETREATS (section XI) discussed before THE CONVOY ORDER (section XII) ? Surely order writing mechanics, the 4 possible orders (with examples of each), movement and conflict resolution followed by retreat rules is a more logical sequence for the rulebook layout. Certainly the Col Dip rulebook's presentation with good graphics and pictures, worked examples of play and an historical perspective is state of the art for rulebooks of the 90's and is aesthetically more pleasing than the original's old format. I am not replacing the wheel just modernizing it and I hope new players at least appreciate the effort.

(6) "The one thing I dislike about CD is that, except for Japan & Turkey, all or most of the true Home SC's are off board... I find it hard to understand why A-H opted for such a strange design with virtually no real Home SC's" Why aren't China and Russia included in the above list and wouldn't Peking, Shanghai, Manchuria, Canton, Sinkiang, Moscow, Odessa, Pt. Arthur and Vladivostok be regarded as true Home SC's? So even by Reg Dip definitions 17 of the 29 Home SC's are on board! Once again this is where the mind-set of Reg Dip players has to change. What defines a Home center in Dip has no bearing on what defines a Home center in Col Dip. As the rulebook says the players are transported from the familiar world of pre-WWI Europe into the 19th century and the age of colonialism.

Therefore, Delhi, Bombay, Madras, Hong Kong and Singapore are the Home centers in Great Britain's colonial empire, not Edinburgh, Liverpool or London. Similarly the Dutch had fortified Java and made it the center of Dutch colonial rule in Indonesia. The same applies to French-Indo China. Thus in the correct frame of reference all the true Home Colonies are in fact on board.

(7) "I think it would have been better to have had India, Indonesia and Indo-China played as Great Powers in and of themselves" Col Dip is an historically based game recreating the age of Colonialism during which half the world's population in Africa, India and S.E.Asia were brought under the control and domination of the colonial powers. How could one possibly have the likes of India as a Great Power in her own right when by game start in 1870 she had been under Great Britain's control for more than 200 years. The same can be said of Indonesia and Indo-China which were also completely controlled by their European masters Holland and France.

(8) Re adding the word "impassable" to the map. The game logo fills the sea space referred to and an elaborate inventory of the Great Powers occupies the southwest part of Africa so owners of the complete game can have no doubt in their minds that the spaces are unplayable but these artifacts should be reproduced on the conference map. As should the "land Bridge" arrows, east & west coast designations and different symbols used for the "Home Colonies", all of which obviously are on the mapboard. I agree with you that the conference map should duplicate what is on the board but you are at a bit of a disadvantage not having a full game set to analyze and only seeing a conference map.

In defence of A-H these omissions on the conference map were a result of having AvalonCon as a deadline and the map was hastily done the day before the convention. I had spent \$2000 on an air fare from Australia to be present at AvalonCon and A-H felt an obligation to have the game ready for me. But in the next printing I will ensure the exactness of the conference map. As for the mistake on the mapboard you would have to ask Rex Martin why the capital (Constantinople) of a Great Power (Turkey) is not colored the same as the rest of the country. I have my own opinion on Rex's priorities when it came to quality control on CD: if he was unwilling to do the game in the first place, why not let someone else coordinate production? I did as much as was possible from Australia.

Anyhow, the game is now available and the artist is to be congratulated on his excellent work on both the mapboard and the boxcover. Many people commented that it was one of the best mapboards they had ever seen. I hope my comments have helped explain why things have been done the way they have and I will enclose a copy of the preview of CD in the General since it sounds like you are interested in the development of the game. (The editor has taken a few liberties with my text - I never said "a simplified order writing system was needed" - mine is the same as Reg Dip.)

After people get used to seeing "a new Diplomacy board" the superficial differences will no longer be an obstacle to Dip players coming to the realization that it is the same game set in a new era and full of fresh challenges - more supply centers, more space on a larger map, more strategic options with unknown alliance potentials and a geographical set-up that causes many tactical dilemmas (eg. try finding the best opening moves for China, Japan, and Russia around the Yellow Sea area.)

The two optional rules seem to have been adopted by everyone and really are only minor variations of the rule: The Trans-Siberian Railroad is the equivalent of a convoy order (the railway taking the place of the fleet) and the Suez Canal is the Kiel situation taken one step further.

Thanks again for your interest Fred and I look forward to your comments.



### Ramblings By Moonlight #47, sub-zine Sorcerers & Strategists #16

I have a bit of wisdom to impart today. Always follow your own advice. You are usually going to be right.

When I first purchased the Deluxe Diplomacy set I was instantly disappointed. For an increase of \$25.00 over the standard set, you get wood pieces. That was it. Same lame fold-up puzzle board, a set of cheesy stickers, and half of the huge box is taken up by adds. \$25.00 pieces. I guess they must have come from an expensive tree.

Then, a couple of years later, Avalon Hill decides to release Colonial Diplomacy in a similar format. Being disappointed with the first Deluxe Diplomacy, one would assume Jonas would not buy the Colonial Diplomacy game. Well we all know what "assume" spells.

For a whopping \$55.00 you get ripped off yet again. Yes, I bought the thing, and unless you have a real desire to have the board, I advise you not to buy it! The board is superior, being a two piece with only one fold, colorful and glossy. There, I have named all the good points.

The stickers are gone, as is the plastic counter case. The advertisements are replaced with a plain cardboard box filler leaving a small area for all 140 pieces. The map board itself has two glaring errors that are just unacceptable in a \$55.00 game. One dot, a Japanese home supply center, is left completely off the map, forcing the players to refer to a little errata slip of paper to explain why Japan starts with Army Kyoto. Constantinople, a Turkish home center, is brown instead of white, so that it looks like a neutral rather than Turkish.

Each home supply center on the board is denoted from the others with a small ring around the dot. A good idea, especially helpful to new players. It would help if Avalon Hill had done the same with the conference maps. Every dot on those is ringed. So much for helping new players.

So, now you are saying, "It is a new game, just released, you should expect a few errors. Lose the angry white man attitude!" Right? O.K. I'll overlook these problems. Who knows, maybe in later versions the errors will be rectified and I will have a "Collectors" edition due to those very same errors. Sure, whatever. Let's play. Set up the pieces. O.K., armies first, now fleets. Those are the long rectangular ones right. Turkey starts with two fleets, one in Constantinople and one in Baghdad. Where are the white pieces? I can't seem to find the white pieces! THAT'S BECAUSE THERE ARE

~~none~~ <sup>maybe I can substitute some of the extra British pieces for the white fleets!</sup>  
In fact, I received only eight of the 30 white pieces I paid my \$55.00 for. But wait, that's not all! When one buys a game of Monopoly, and it says on the box, "For 2-8 players", you should get 8 little counters. The car, ship, top hat, etc. In other words, you expect to get all the components necessary to play the game to a successful conclusion. A successful conclusion in Colonial Diplomacy consists of three possible outcomes. In order to win the short, medium, or long game it requires the control of 16, 24 or 30 supply centers, respectively. In order to control 30 centers, it takes 30 pieces. Each country only gets 20.

Of course, they expect some countries to be eliminated and their dead counters can substitute as counters for the country that runs out of little properly colored wooden blocks. This is perfectly acceptable if the set cost \$15.00, or \$20.00, or maybe even up to \$30.00. At \$55.00, I want more little painted wood blocks damnit! (I figure, \$55.00 gives me the right to cry about my wood blocks!)

I wrote and called Avalon Hill, my first experience with such a thing. The manufacturer dutifully and promptly sent me the missing pieces. So, my first experience complaining to a company was a good one. It is sad that I felt compelled to complain in the first place. I have always been a big fan of Avalon Hill. Not anymore. My first war game was Victory in the Pacific, over a decade ago now. I own or have played over 20 Avalon Hill games, ranging from the Statis Pro series to Advanced Squad Leader. Twice now, Avalon Hill has plain ripped me off. Don't let them rip you off too.

Now, I face quite a conundrum. I have this pathetic Colonial Diplomacy set, a \$55.00 dollar value (I never get tired of telling people how much it cost. A LOT!) and nobody to play with. I want to share my blocks. Do you want to play with me and my blocks? Yes you do. I can tell. We can stack the blocks and make really cool buildings with the blocks, or I can change my guest G.M. game opening to Colonial Diplomacy. Yes, that last thing.

Don't worry. This does not mean that you must now go and buy the silly game. In fact, even if you want to go and purchase the silly game, don't. Just say no. This is your wallet. This is your wallet after buying the \$55.00 Colonial Diplomacy set. Any questions? Call Betty Ford, call A.A., call a psychologist, just don't buy the Colonial Diplomacy set that goes for the low low price of just \$55.00! (I already told you that I won't tire of saying the price.) I will photocopy the lame and confusing conference maps and send them to all who decide to help me play with my blocks. I don't care if it is legal. Neither is charging \$55.00 for a game. (O.K. last time.)

To be fair, the game does offer some interesting possibilities. All are geographical, as all of the standard Diplomacy rules are used. One interesting feature is the island of Sakhalin, off the Pacific coast of Russia. The island is a supply center bordering on only one sea province, the Okhotsk Sea. Japan is the only player that can take the dot in the first turn. By leaving a fleet in Sakhalin, Japan can never be eliminated! Two pieces cannot attack the island. This can cause some serious problems. Japan, or whoever sits in Sakhalin with one unit, can veto any draw proposals, unnaturally prolonging a game, and nobody can prevent it! England starts with six units and can easily pick-up five more by the first build turn. By turn two, England will have eleven wood blocks scattered across the board. This makes the short game impractical. Sixteen is not difficult for a power that is so centrally located and using eleven pieces to achieve.

I could be wrong of course. I have never played the game, or even seen it played, so the dynamics will almost certainly be different than my prediction. Fleets become more important in Colonial Dip, simply due to the number of sea spaces and supply centers only reachable by sea. Japan and Holland can only be attacked by sea.

Well, enough supposing. To sum up. I am offering an opening for those interested in playing Colonial Diplomacy as Avalon Hill published it. Don't buy the game. And it costs \$55.00. (I lied!)

Written by Jonas Johnson



## Colonial Diplomacy

Avalon Hill's latest commercial variant on Diplomacy - the other one was Machiavelli - looks a lot more promising than most variants that I have seen. The £44.99 price tag is a rip-off, so I waited until I had accrued enough Virgin Megastore vouchers from work incentives to buy it. There have been a few minor reviews of the game already, but as a seasoned Diplomacy player I want to give my first impression of the game without even playing it! Just by looking at the map one can get a feel of what the best strategies are and which are the most important areas.

My immediate impression is that there are far too many unnecessary provinces, which means that trying to keep your Empire neatly compact and yet expanding at the same time is almost impossible. Put too much emphasis on one front and the 'back door' will be open to attacks from not one, but two or three other Empires! Only Japan and to a lesser extent the Dutch, can claim to have good board-edge positions. On the map as it comes in the game Sakhalin is an island surrounded by the Okhotsk Sea which means if you put a unit in there you can never be eliminated! This, to me, is very much against the whole point of the game, there should be no 'safe havens' giving everyone the chance to be eliminated!! I suggest the Sea of Japan should border Sakhalin so move the borderline to join Vladivostok and Sakhalin. Frankly, without this "correction" I doubt if I would wish to play the game at all.

Two-thirds of supply centres are located in the eastern half of the map making that side much more important. The main centre of conflict would probably be the Burma region and the Korean peninsula, there seems to be no pivotal centre on the board such as Munich on the standard board. Most stalemate lines revolve around Munich, but it is hard to see where they would occur on this board. It very much depends on the victory criteria used (16, 24 or 30 centres).

Here I have given a brief synopsis for each country on how I see their strengths and weaknesses.

**British:** Starts with 6 units, more than anyone else, but they are very spread out. India is the hub of the British Empire with fleets scattered in Aden, Singapore and Hong Kong. Aden has no immediate enemies and is used to prevent Turkish expansion, surely. Expanding with single units out of Singapore and Hong Kong is not going to be easy as the French, Dutch and Chinese will certainly not allow it! The British will probably start well, but likely to get bogged down on too many fronts. Best allies are probably the Dutch and Turks as they can do the most immediate damage.

**China:** Starts with no fleets!! A bit like Austria on the standard board, potentially very powerful but surrounded by lots of enemies. A good Diplomat's Empire. Looks all too easy to send off armies into all corners of the board fragmenting and weakening the Empire. The crucial home centre of Manchuria, Peking and Shanghai will be under threat almost straight away from Russia and Japan. Having to cover these centres could present build space problems. Japan could be an ideal ally as he has the fleets and you have the armies, but it's a bit like Austria and Turkey in the standard game, Japan's expansion is limited if China is not on the hit list. If Japan is likely to be aggressive you need fleets and friends!

**Dutch:** Looks to have a slow but sure build-up potential with few enemies that can really hurt you. Very definitely a naval power which could mean going through the whole game without building a single army, and still win!! No obvious allies but, as the rulebook suggests, a pact with Japan could sweep westwards juggernaut fashion. The British could be useful if you are going to stick to the eastern half of the board, but an anti-British campaign would be helped if the French were your allies.

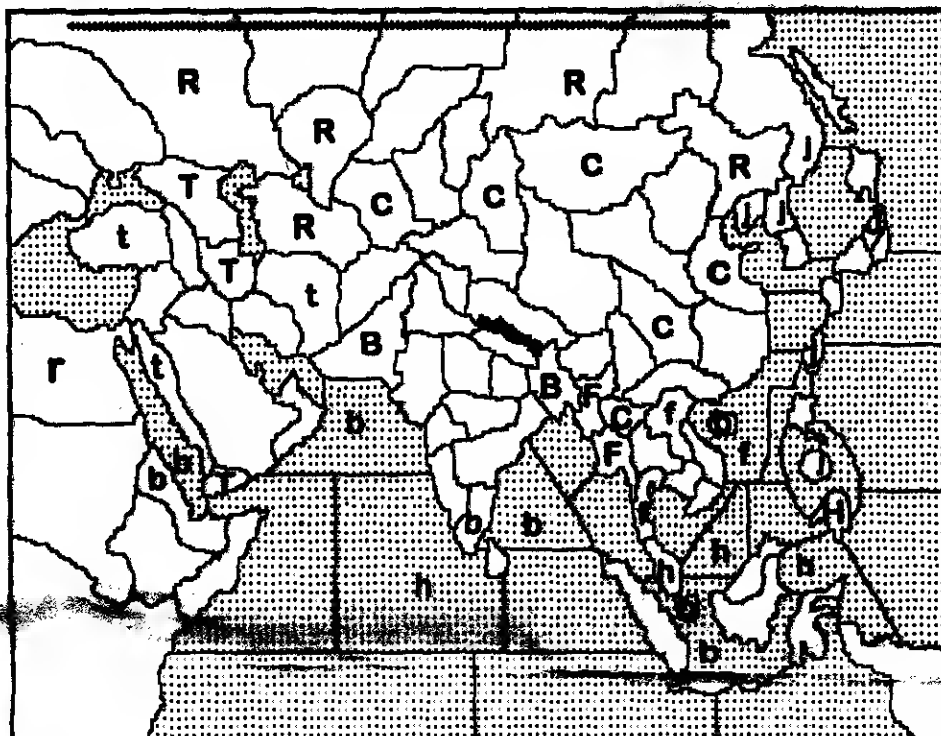
**French:** How can the French ever win? They start on three supply centres more or less in the centre of the board and will meet opposition whichever way they move. Possibly the easiest country to eliminate, they remind me of Florence in Machiavelli if you were to play the game colonial map without the financial rules. I have to be convinced that they are not there just to make up the numbers. Tough one to play, almost impossible to win - ally with anyone you can. Your one strength is to be the spoiler, and to take advantage of that.

**Japan:** A comfortable edge-of-board position makes Japan look like one of the strongest Empires on the board. Its fleet strength should dominate the eastern seas but will have to watch the Dutch. Japan's major route of expansion looks like being through China, but as in real life, they can get bogged down plugging it out with the yellow pieces if no-one is willing to help. Preventing fleets builds by Russia and China should be a high priority. Any good alliance should benefit Japan.

**Russia:** As with the standard game Russia has to fight on two fronts, but here the units are much further apart. The Trans-Siberian Railway (TSR) rule helps to cut the gap down. The fleet starting in Port Arthur is the only naval resistance that the Japanese have to contend with so it is vital to keep it alive. If you lose your fleet and Vladivostok your eastern campaign and likelihood of winning the game is probably over, unless you have had huge successes in the west. Here Turkey is the only immediate threat and not very threatening at that. Expansion is a problem, all the juicy areas are too far away so you have to trudge through masses of centreless provinces to get at them. Best ally would be China, I reckon; and at least a non-aggression pact with Turkey. An alliance with Britain could help to eliminate Turkey and divide the western half of the board between you.

**Turkey:** Dodgy position. Too few centres within easy reach in order to keep in touch with the leaders. You will end up fighting the British in the Iran/Karachi area for sure and probably lose! Grabbing Egypt should be a goal as this allows you to send fleets to the east via the centre-rich sub-continent of India. China could be a useful ally against either Russia or the British, all the other Empires will be too far away to help directly.





Miller#-1995Dea04

## The Players

- |         |                  |
|---------|------------------|
| Britain | - Matt Noah      |
| China   | - Joe Lux        |
| France  | - Richard Weiss  |
| Holland | - Olin Hentz     |
| Japan   | - Thomas Pasko   |
| Russia  | - Mark Patterson |
| Turkey  | - Phil Reynolds  |

## End of 1874 SC Status

- |         |  |
|---------|--|
| Britain | - DEL, MAD, BOM, (ADEN), HK, SIN, SUD, KAR, BEN, MAL.          |
| China   | - PEK, CAN, SIK, SHA, MAC, KAG, *TAS*, *CHU*, *MAY*.           |
| France  | - TON, COC, ANN, U.BUR, BAN, *RAN*.                            |
| Holland | - BOR, SUM, JAVA, CEY, SAR, *DAV*.                             |
| Japan   | - KYO, TOK, KYU, OTA, FOR, FUS, *SEO*, *VLA*, *CEBU*, *P.ART*. |
| Russia  | - MOS, VLA, OMSE, P.ART, ODE, *SEO*, *PEB*, *MAC*, *EGY*.      |
| Turkey  | - ANG, CON, BAG, EGY, SHI, RUM, *ADEN*, *PER*, *TAB*.          |
| Neutral | - KAM, ASS, SAK, NEW, MNA.                                     |

## 1872 Moves

- |         |  |
|---------|--|
| Britain | - F-Aden-ES, F-Sud-S-F-Aden-ES, F-Kar-Ara-S, A-Pun-Kar, F-Ben-Mya, F-Med-GOM, A-Ben-U-Bur, F-HK-SCS, F-Mal-S-F-Sha, F-Sha-S-F-Mal. |
| China   | - A-Pek-S-A-Mac, A-Uru-Mon, A-Kag-Tas, A-Nan-Chu, A-Can-H, A-Mac-S-J-F-Fus-See.  |
| France  | - A-U-Bur-Ban, A-Ran-s-F-GOS-Ban(ec), F-Ton-S-F-Ana-SCS, F-Coc-GOS.  |
| Holland | - F-Cey-WIO, A-Sar-H, F-IS-Sha, F-Bar-CS, F-Sem-AS.  |
| Japan   | - F-Fus-See(wc), F-YB-S-F-Fus-See(wc), F-Fer-MP, F-Kyu-ECS, F-Kyo-SOJ.   |
| Russia  | - F-Med-BK(mca), A-Per-Bak, A-Oms-Akm, A-Kym-Mon, A-P-Art-Mac, A-Vla-S-A-P-Art-Mac, F-Sem(wc)-P-Art(DIS).                          |
| Turkey  | - A-Rum-Ode, F-Can-Med, A-Ang-Ara, F-Egy-Mac, A-Bag-Ara, F-Shi-PG.   |

## 1874 Adjustments

- |         |           |
|---------|-----------|
| Britain | - Moves 1 |
| China   | - Moves 1 |
| France  | - Moves 1 |
| Holland | - Moves 1 |
| Japan   | - Moves 1 |
| Russia  | - Moves 1 |
| Turkey  | - Moves 1 |

## 1873 Moves

- |         |  |
|---------|--|
| Britain | - F-RS-Aden, F-Sud-Eri, F-Ara-S-H, A-Kar-H, F-Mya-Mad, F-GOM-Cey, A-Ben-U-Bur, F-HK-s-C-A-Can-H, F-Mal-JS, F-Sin-S-F-Mal-JS. |
| China   | - A-Mac-Sha, A-Uru-s-A-Pek-Mon, A-Kag-H, A-Chu-H, A-Can-May, A-Pek-Mon.  |
| France  | - A-U-Bur-Ban, A-Ran-s-F-GOS-Ban(ec), F-SCS-HK, F-Ton-SCS, F-GOS-Ban(ec).  |
| Holland | - F-WIO-Cey, A-Sar-Dav, F-JS-SUN.S, F-CS-c-A-Sar-Dav, F-AS-Mal.  |
| Japan   | - F-See(wc)-s-F-YB-P Art, F-YB-P Art, F-MP-Cebu, F-ECS-For, F-SOJ-Vla.   |
| Russia  | - F-Med-Egy, A-Bok-s-A-Vla-Mos, A-Akm-Ore, A-Kra-Mon, A-P-Art-Mac, A-Vla-Mos.  |
| Turkey  | - A-Ode-Baku, F-Con-Ang, A-Arm-Tab, F-Mec-s-A-Ara-Aden, A-Ara-Aden, F-PG-Per.  |

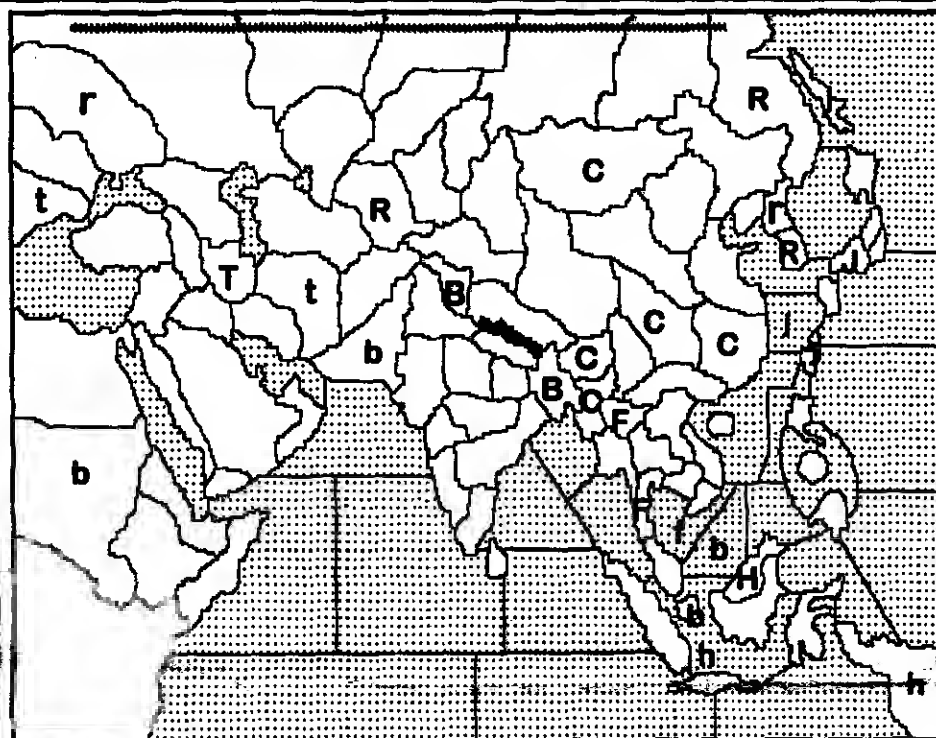
## Press

- Turkey to Britain: You've got plenty of units already. Time to share the wealth with some poorer nations.
- Turkey to Japan: You must REALLY be enjoying China & Russia's little slapfest.
- Japan to Turkey: Ready for that 2-way?

## Proposals

There was a proposal to change from the current style of retreating. CDDMJ has adopted the *British* style of combined retreats. This means that you send in your possible retreats for the current moves. *American* style means that you send in your retreats for the previous turn's moves. The proposal is to change to the *American* style. Proposal failed.

\*\*Note. A Vla-Mos worked because Russia can jump his own units while using the TSR.



Miller#=1995Gea04

### The Players

Britain - Bullwinkle  
China - Dick Tracy  
France - Mighty Mouse  
Holland - Mickey Mouse  
Japan - Mr. Magoo  
Russia - UnderDog  
Turkey - Scooby-Doo

### End of 1872 SC Status

Britain - DEL, MAD, BOM, ADEN, HK, SIN,  
- \*SUD\*, \*KAR\*, \*BEN\*, \*KAM\*.  
China - PEK, CAN, SIK, SHA, MAC, [+MON],  
- \*CHU\*, \*ASS\*, \*U.BUR\*.  
France - TON, COC, ANN, \*MAY\*, \*BAN\*.  
Holland - BOR, SUM, JAVA, \*SAR\*, \*NEW\*.  
Japan - KYO, TOK, KYU, OTA, \*FOR\*,  
- \*SAK\*.  
Russia - MOS, VLA, OMSE, PART, ODE,  
- \*SEO\*, \*TAS\*, \*FUS\*.  
Turkey - ANG, CON, BAG, \*TAB\*, \*PER\*.  
Neutral - EGY, SHI, KAG, CEY, RAN, MAL,  
- MNA, CEB, DAV, RUM.

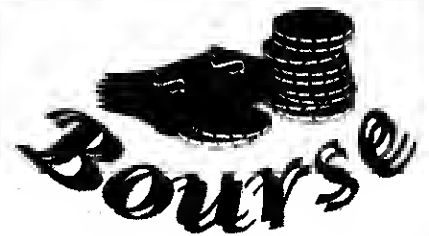
### 1871 Positions

Britain - A-Del-Pun, A-Mad-Hyd, F-Bom-Ara.S, F-Aden-RS, F-HK-SCS, F-Sin-JS.  
China - A-Pek-Lan, A-Can-Yun, A-Sik-Ass, A-Sha-Nan, A-Mac-Mon.  
France - A-Ton-May, A-Coc-Cam, F-Ann-GOS.  
Holland - A-Bor-Sar, F-Sum-JS, F-Java-TS.  
Japan - A-Kyo-H, F-Tok-UP, F-Kyu-ECS, F-Ota-OS.  
Russia - A-Mos-Bok, A-Vla-Seo, A-Omak-Vla, F.P.Art-S-A-Vla-Seo, F-Ode-Rum.  
Turkey - A-Ang-Arm, F-Con-Rum, F-Bag-PG.

### 1872 Moves

Britain - A-Pun-Kam, A-Hyd-Ben, F-Ara.S-Kar, F-RS-Sud, F-SCS-Sun.S, F-Sin-Mal.  
China - A-Lan-Chu, A-Yun-U.Bur, A-Ass-H, A-Nan-Sha, A-Mon-Mac.  
France - A-May-H, A-Cam-Ban, F-GOS-Mal.  
Holland - A-Sar-H, F-Sum-JS, F-TS-New.  
Japan - A-Kyo-H, F-UP-For, F-ECS-Sha, F-OS-Sak.  
Russia - A-Bok-Tas, A-Seo-Fus, A-Vla-Mac, F-P.Art-Seo(wc), F-Ode-Rum.  
Turkey - A-Arm-Tab, F-Con-Rum, F-PG-Per.

1872 Active Moves	
Britain	Builds 1
China	Builds 4
France	Builds 2
Holland	Builds 3
Japan	Builds 5
Russia	Builds 6
Turkey	Builds 7



OLD	PRICE	RUS	TUR	BRI	HOL	FRA	CHI	JAP	
OLD	CASH	RUS	TUR	BRI	HOL	FRA	CHI	JAP	TOTALS
BEAR	1	0	1000	200	1000	1000	1000	1000	10000
MAGBO	5	0	1100	0	0	0	0	0	2000
GNOMES	0	0	0	0	5477	0	0	0	2000
MOI	1	0	0	0	0	0	0	0	11144
NETC	0	0	0	0	0	0	0	0	10000
OPUS	0	0	0	0	0	0	0	0	10000
JBMS	0	0	0	0	0	0	0	0	10000
KISS	1	1000	0	0	0	0	0	0	0
SPANK	0	0	0	0	0	0	0	0	0
TOTALS	10	0	0	0	0	0	0	0	0
TRANS		RUS	TUR	BRI	HOL	FRA	CHI	JAP	TOTALS
BEAR	0	0	0	0	0	0	0	0	-10
MAGBO	0	0	0	0	0	0	0	0	0
GNOMES	0	0	0	0	0	0	0	0	0
MOI	0	0	0	0	0	0	0	0	0
NETC	0	0	0	0	0	0	0	0	0
OPUS	0	0	0	0	0	0	0	0	0
JBMS	0	0	0	0	0	0	0	0	0
KISS	0	0	0	0	0	0	0	0	0
SPANK	0	0	0	0	0	0	0	0	0
TOTALS		0	0	0	0	0	0	0	0
NEW	CENTERS	0	0	0	0	0	0	0	
NEW	PRICES	1.00	2.00	1.70	2.00	1.00	0.50	1.50	
NEW	CASH	RUS	TUR	BRI	HOL	FRA	CHI	JAP	TOTALS
BEAR	1	0	1000	200	1000	1000	1000	1000	10000
MAGBO	20	1000	1100	0	0	0	0	0	2000
GNOMES	1	0	0	0	5477	0	0	0	2000
MOI	21	0	0	0	0	0	0	0	11144
NETC	0	0	0	0	0	0	0	0	10000
OPUS	0	0	0	0	0	0	0	0	10000
JBMS	0	0	0	0	0	0	0	0	10000
KISS	2	1000	0	0	0	0	0	0	0
SPANK	0	0	0	0	0	0	0	0	0
TOTALS	10	0	0	0	0	0	0	0	0

## Trading Companies

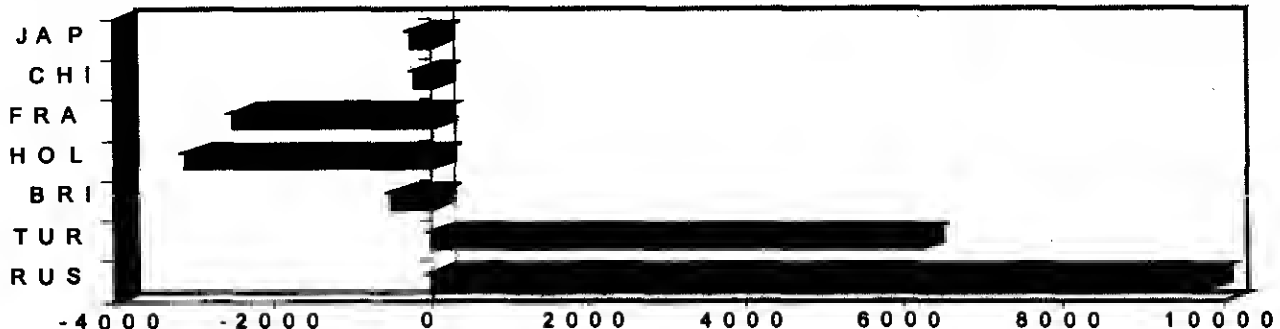
BEAR	Bruin Bros. Europacific Holdings
MAGBO	Magnum Bourse
GNOMES	Generally Nice Old Men
MOI	Oh, I buy & sell in 100 unit blocks?
NETC	Nepalese Trading Corporation
OPUS	Olin's Poorly Undermanaged Securities
JBMS	Japanese Black Market Securities
KISS	Knights In Sexual Service
SPANK	Shining Path Acquisitions And Narcotics Kingplus

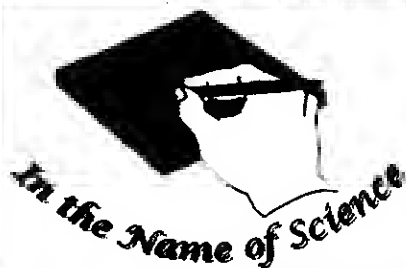
\*\*\*Trading was suspended due to missing orders. Will continue next issue.

## The Players

BEAR	Jake Halverstadt
MAGBO	Scott Cameron
GNOMES	Ron Newmaster
MOI	Richard Weiss
NETC	Joe Lux
OPUS	Olin Hents
JBMS	Thomas Pasko [not eligible to win]
KISS	Bill Fellin
SPANK	Stephen Koehler

## Buying & Selling Analysis





An epidemic is hitting the gamer's of the world. Its name is *Colonial Diplomatic Developmentitis*. This disease is affecting Diplomacy players around the globe. There is currently no cure and all we can do is help you with the symptoms. By studying various TestCases of the disease we will be able to offer you hope. Hope for better gaming, Hope for new challenges and Hope for new frontiers to explore. This column will supply tid-bits of Colonial Diplomacy information in respect to the rest of the gaming world. The content will vary, as each TestCase will be a random variable to the entire equation.

The game Colonial Diplomacy is gaining steam as it rolls through the *Diplomacy HOBBY World*. Most of the people who I have talked to like the idea and suggest that a new set of challenges are great for the hobby. The real test for this game will be at AvalonCon '95. It is also the site of DipCon XXVIII. This is where the first Colonial Diplomacy Tournament, in the USA, will be run. At the pre-registration deadline, the number of people who signed up for Colonial Diplomacy was more than half of the number that signed up for Diplomacy. It looks like there will be a great showing and we will get to see how the many Diplomacy players are able to adjust their thinking to a new set of challenges.

To give you an idea on what Colonial Diplomacy is; take a map with India as it's center, add 125 provinces, add 58 supply centers, add some coastlines, add a few bridges, add a canal, add a railroad and finally add the game mechanics of Diplomacy. The diplomatic manipulation is even greater, especially on the first turn. If you get a chance, try a game. If you happen to catch the *BUG*, don't worry. Read this section every month and we will help you through this trying period.

That's all we have to report on this TestCase. It seems that we caught this fellow during the final stages of CDD and we really didn't have enough time to help the poor fellow. TestCase #2, looks to be very interesting. He is showing very strong symptoms of the Russian Railroad Blues. We will try to ease his suffering and hopefully by sharing the knowledge with you, you will be able to avoid the pitfalls that he encountered.

## Colonial Diplomacy Openings

### **CDD-MJ:**

Ren Hoek, Gunboat - Black Press, Boo-Boo, Yogi, Danger Mouse, Wolverine  
Pamela Anderson, Gunboat - White Press, Muttley  
Heather Locklear, Gunboat - No Press, Speedy Gonzales, Hong Kong Phooey, Sgt. Rock, The Thing  
Tonya Harding, Black Press  
Winston Churchill, White Press, Wilson-K, Wilson-A  
Alex Haig, Gunboat - Black Press - Email  
William Casey, Gunboat - White Press - Email  
Kim Basinger, Gunboat - No Press - Email

### **Other Publications offering Colonial Diplomacy Games:**

Crimson Sky,  
Zero Sum, &  
Maniac's Paradise.



## (1) GENERAL INFORMATION.

1st Edition /M4 rules will be used. We will be using all three optional rules: 1) Hong Kong, 2) Trans-Siberian Railway, & 3) Suez Canal. We will be playing to 30 colonies (supply centers).

## (2) FORMAT FOR SUBMITTING ORDERS IN CDDMJ.

(3.1) The rulebook states that a poorly written order that could only have one meaning must be followed. On the other hand unclear orders are not followed and units involved hold.

(3.2) In order to assist the GM, please use the following guidelines when submitting orders:

(3.3) Just above your orders include a line which describes (a) the game (b) Your Country (c) The Year. For example: Bruce Wayne-Britain-1872.

(3.4) When writing orders for fleets moving from/to a region having two coasts, or when building a fleet in a bi-coastal region, don't forget to specify the coast.

(3.5) In all cases the official three letter designation of a region is the three letters that appear on the conference map.

Con-Constantinople, Rum-Rumania, Ode-Odessa, Mos-Moscow, BS-Black Sea, Ang-Angora, Med-Mediterranean Sea, Baku-Baku, Arm-Armenia, Syr-Syria, Egy-Egypt, Bag-Baghdad, Mcc-Mecca, Ara-Arabia, Sud-Sudan, Eri-Eritrea, Aby-Abyssinia, Som-Somalia, Aden-Aden, Oman-Oman, Tab-Tabriz, Shi-Shiraz, Per-Persia, RS-Red Sea, PG-Persian Gulf, GOA-Gulf of Aden, Ara.S-Arabian Sea, WIO-West Indian Ocean, Bok-Bokhara, Ore-Orenburg, Perm-Perm, Omsk-Omsk, Akn-Akmolinsk, Tas-Tashkent, Afg-Afghanistan, Kar-Karachi, Raj-Rajputana, Pun-Punjab, Kash-Kashmir, Kag-Kashgar, Kir-Kirghiz, Sem-Semipalatinsk, Uru-Urumchi, Kra-Krasnoyarsk, Mon-Mongolia, Sik-Sinkiang, Tib-Tibet, Nep-Nepal, Del-Delhi, Nag-Nagpur, Bom-Bombay, Mad-Madras, Mys-Mysore, Hyd-Hyderabad, Cey-Ceylon, Luc-Lucknow, Ben-Bengal, BOB-Bay of Bengal, GOM-Gulf of Menaar, EIO-East Indian Ocean, SIO-South Indian Ocean, AS-Andaman Sea, Sum-Sumatra, Java-Java, JS-Java Sea, Sin-Singapore, Mal-Malaya, Ban-Bangkok, Ran-Rangoon, U.Bur-Upper Burma, Ass-Assam, May-Mandalay, N.Sam-North Siam, Cam-Cambodia, GOS-Gulf of Siam, Sun.S-Sunda Sea, Sar-Sarawak, Bor-Borneo, Cel-Celebes, TS-Timor Sea, New-New Guinea, CS-Celebes Sea, LP-Lower Pacific, Dav-Davao, Cebu-Cebu, SulS-Sulu Sea, LS-Luzon Strait, MP-Middle Pacific, SCS-South China Sea, Coc-Cochin, Ann-Annam, Ton-Tongking, HK-Hong Kong, Mna-Manila, Can-Canton, Yun-Yunnan, Chu-Chungking, Nan-Nanchang, For-Formosa, UP-Upper Pacific, ECS-East China Sea, Sha-Shanghai, Lan-Lanchow, Pek-Peking, Wio-Manchuria, P.Art-Port Arthur, YS-Yellow Sea, Kyu-Kyushu, Kyo-Kyoto, Tok-Tokyo, Aki-Akita, SOJ-Sea of Japan, Fus-Fusan, Seo-Seoul, Vla-Vladivostok, Irk-Irkutsk, Sak-Sakhalin, OS-Okhotsk Sea, Ota-Oturu.

## 3. ORDER RESULT NOTATION

(3.1) Order notation

Orders in normal type were successful.

Orders in Bold & Underlined failed.

When using the Trans-Siberian Railroad, if the move failed the result of the move will be displayed as A-MOS-VAL-[A-MOS-KAS].

(3.2) Supply Center adjustment notation.

[+KAS] means that KAS was taken in a non-adjustment year.

[-KAS] means that KAS was lost in a non-adjustment year.

\*KAS\* means that KAS was lost in an adjustment year.

/KAS/ means that KAS was lost in an adjustment year.

(3.3) Other notations used in reporting the results of moves are:

NSU -- There is No Such Unit on the board.

NCO -- The unit can not move because the province listed is not connected to the provinces from which the unit started.

R -- The unit is dislodged. It retreats to the region listed.

[D] -- Disbanded unit.

## 4. RETREATS AND ADJUSTMENTS

Retreats and Adjustments will be adjudicated according to conditional orders sent by each of you with your orders.

(4.1) Retreats

Include a list of possible retreats for each unit that is even in the remotest danger of having to retreat following order execution. Failure to list retreats for a unit that is forced to retreat will invoke what we will call the Retreat Rule (a variation of JUST'S RIGHT HAND RULE). Handling retreats in this fashion is known as British Style. Handling retreats on the following turn is known as American Style and this will be used if the board passes a proposal to do so.

**THE RETREAT RULE:** In the event that a dislodged unit has no retreat ordered or cannot retreat to the space(s) ordered, it shall be retreated to the first space which is on an imaginary line between the dislodged unit and the geographic center of the home country of the unit. [Britain-Born, China-Pek, France-Ann, Holland-Java, Japan-Tok, Russia-Omsk.

Turkey-Ang]. If that region is not available then the unit will retreat to the region to the immediate right of that region (as viewed by the retreating unit as it faces "Home"). If that region is not available then the region to the immediate left will be selected. This progression will be continued until an open space is encountered. Spaces not normally open to a given unit will not be used in this decision process (i.e. seas spaces will not be considered for the retreat of an army). Note that units retreating under the THE RETREAT RULE will be retreated AFTER units with ordered retreats have done so.

(4.2) Adjustments (Builds and Removals)

Unless stated otherwise, all CDDMJ games require that you send your builds along with your Spring moves and those Spring moves can be conditional (this is known as the American style). After your Fall moves are adjudicated you will be told how many builds or removals you have coming. With your next set of orders (Spring) include your adjustments. Your Spring movement orders can be conditional in nature (based on the adjustments of others). Of course your conditional orders cannot be conditional upon the orders of others, only their builds.

(4.3) GM Removals

In the case where a player needs to remove a unit or units from the board and none are received by the GM, the GM will handle the removal as if the position were in civil disorder. The rulebook states that the GM must remove the unit farthest from the center of the player's home country, the fleet before the army. The position is not actually placed in civil disorder and the player is free to continue playing the position as before.

## 5. CIVIL DISORDER

If a player does not send orders for a turn and gives no notice to the GM, the GM will call for a set of stand-by orders from another available player for that position. If the position is vacant another turn, the GM, at his or her discretion, may either call again for stand-by orders or place the position in civil disorder.





Well, here we are. Boy it's nice to have a nice, quiet, friendly, gaming atmosphere. All Dippers & Non-Dippers are invited to join our playing ranks. From the Stone Age to Advanced Transportation Systems, we will entice your brain's strategy & tactics synapses.

## Game Openings:

### 2 Million BC - Advanced Civilization.

Bolduc, Paul	Africa, [Cirta, Tunisia, Sahara, Tripolitania]
Hentz, Olin	Egypt, [Jalo, Siwa, Upper Egypt, Buhen, Thebes, Nubia]
Lux, Joe	Illyria, [Germany, Sudetan]
Scarborough, Jared	Babylon, [Media, Parthia, Susa]
Scarborough, Tom	Crete, [Phaestos, Knossus]
Eric Knapp	Thrace, [Scythia]
Phil Nast	Assyria, [Nalchik, Caucasus]
Eric Knapp	Iberia, [Lusitania, Baetica, Corduba]

\*\*\*Rules are included in your copies. Good Luck.

### Steamed Palominos - Dampfross [Railway Rivals] - Needs 1-2.

Fellin, Bill  
Hentz, Olin  
Quist, Michael  
Weiss, Richard

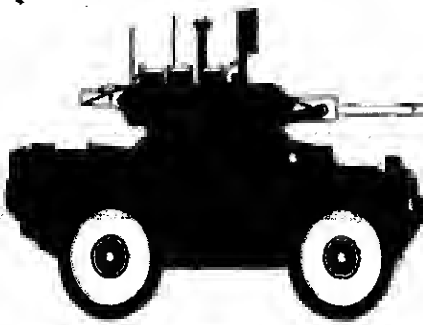
Kong Bound - Pax Britannica - Can take 1 or 2 more. This game will start next issue. Please send in your preferences based on 5, 6, & 7 player game.

Fellin, Bill	Confirmed
Nast, Phil	Confirmed
Goranson, Richard	Confirmed
Scarborough, Jared	Confirmed
Scarborough, Tom	Confirmed



*You are represented in this publication with the following alias names:*

Douglas Kent  
MR. MAGOO



### AVALONCON 1995

The new zine is here! The new zine is here!. Oh it's not the new zine. Tom just decided to finally get the past due issue OUT. O.K. enough about Tom for now.

Avaloncon '95 has come and gone. It's not fair, this convention goes by to quick. There are just too many games to play and not enough time to play them.

First I would to congratulate Tom on being a GM of Colonial Diplomacy and placing seventh in the tournament. This was the first time that Colonial Dip. was a tournament game and according to Tom had an impressive showing. Well congrats to Tom on his finish and being a GM.

Now for myself, I was the defending champion of Rail Baron. now I say was because I was knocked out in the semi-final board. I had all intention on getting to the final board but a cum-bag not only bought the UP but also bought the SP railroad and pretty much ended my hope of repeating as champ. But to be fare he did play a very good game,so I guess I can't complain very much.

Are three other members fared well in there games as well. Olin reached the semi-final of History of the World, and finished in eleventh place overall. Dave finished second in MBT and Vince placed 16th in Diplomacy and Tom who placed seventh in Colonial Dip. also placed sixth in Diplomacy.

I hope every one had a successful and enjoyable time at this years Avaloncon.

**ALERT!!! ALERT!!! ALERT!!!! ALERT!!! ALERT!!!**

I have changed my mailing address to: 59 Constance Ln. Bristol, Ct. 06010.

### Battle of the Openings

PT-109 / *Speedboat Diplomacy #1*

Battle of Petersburg / *Diplomacy #1*

Battle of Troy / *Diplomacy #2*

Battle of Coral Sea / *Gunboat Diplomacy #3*

- Diplomacy Variant, Black Press, Gunboat Style.

- White Press, Combined Adjustments, Combined Retreats.

- Black Press, Combined Adjustments, Combined Retreats.

- No Press, Gunboat Style, Combined Adjustments, Combined Retreats.



Written by: Robert Lesco

As far as whether or not Hilter was wrong to invade Russia, While it is easy to judge on the basis of how it turned out, it is helpful to consider what knowledge was available at the time. In the previous war, russia had done poorly and ended up overthrowing thr Tsar, their officers had been purged and they hadn't fared all that well vs. Finland in the Russo-Finish war. They certainly looked an easy target and who is to say if Stalingrad had fallen, or the Caucasian Oil Fields had been captured or if Operation Typhoon had been a sucess that any might have been the fatal blow. Stalin's regime was far crueller than the Tsar's, maybe another misfortune would prompt an over-throw. It must have seemed a good idea at the time. Of course, it may have helped to launch the invasion earlier in the year to have more good weather, but it wasn't practical, Mussolini had to be bailed out in Greece.

The flip side is, that Russia is just too vast. If Napoleon couldn't do it who is Hilter to think he can? It's an old joke but Maybe you haven't heard the one about the Arabs blaming their loss in the Gulf War on the Russians, not the planes or tanks but the advisors suggestion to retreat and wait for the snow to come.

I think your choice of a theme is great and I wish you contiued(sic) success. Keep giving us fine efforts like Vol.1 you've instantly my favorite sub-zine.

*Editors note. Thank you for the letter and the complement. I'm glad to see that someone is reading the articles as well as playing the games. As for making this sub-zine look it's best, the credit must be shared with Tom Pasko who not only sets up the zine but helps create and design a zine that is not only pleasing to read but to look at. We will keep trying to please our readers with interesting articles and exciting games.*

~~I would like to thank you for sending in your Top Ten List on your favorite games to play. Here are some of the Top Ten Lists I received.~~

John Szpylka

1. Third Reich v.4
2. Junta
3. Axis & Allies
4. Civilization
5. Diplomacy
6. Wooden Ships & Iron Men
7. Scrabble
8. Third Reich (pbm)
9. Diplomacy (pbm)
10. WS & IM (pbm)
11. Civilization (pbm)

Robert Lesco

- Diplomacy (pbm)
- Afrika Korps (pbm)
- Russian Campaign (pbm)
- Anzio (pbm)
- Third Reich
- Ambush
- ASL
- Ace of Aces

### Readership Requested Response Box

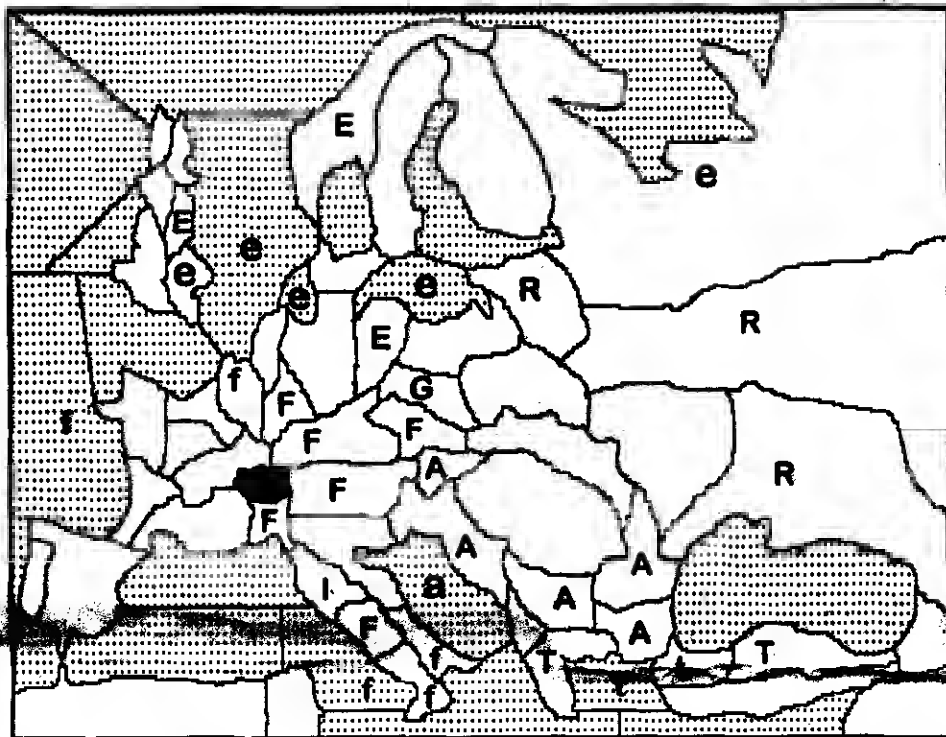
Please send in your top ten favorite military leaders and why. This hould produce a nice cross-section of our readership.

# Diplomacy



Miller# 1994AErb32

Miller# 1994AErb32



## The Players

Austria - Quickdraw McGraw  
 England - Huckleberry Hound  
 France - Snagglepuss  
 Germany - Donald Duck  
 Italy - Shaggy  
 Russia - Daffy Duck  
 Turkey - Opus

## Start of Fall 1906 SC Status

Austria - Vie, Bud, Ser, Rum, Bul, Tri.  
 England - Lon, Edi, Liv, Nor, Stp, Swe, Den, Kie, [+Ber].  
 France - Bre, Par, Mar, Bel, Por, Spa, Hol, Tun, Nap, Mun, Ven, [+Rom].  
 Germany - [-Ber].  
 Italy - [-Rom].  
 Russia - War, Mos, Sev.  
 Turkey - Ank, Con, Smy, Gre.

## Winter 1905 Moves

Austria - None.  
 England - Builds: A-Edi.  
 France - Builds: A-Mar.  
 Germany - Removes: A-Ber.  
 Italy - Removes: F-Rom.  
 Russia - Builds: A-Mos.  
 Turkey - None.

## Spring 1906 Moves

Austria - F-Adr-Ven, A-Tri-S-F-Adr-Ven, A-Tyr-S-A-Tri, A-Ser-S-A-Bul, A-Rum-S-A-Bul, A-Bul-H.  
 England - A-Kie-Ber, F-BAL-S-A-Kie-Ber, A-Stp-H, A-Edi-Nwy, F-NTH-C-A-Edi-Nwy, A-Yor-H, F-Lon-ENG, F-Den-HEL.  
 France - A-Ven-Rom, F-Tyn-S-A-Ven-Rom, A-Tyr-S-F-Apu-Ven, F-Apu-Ven, A-Mar-Pis, A-Mun-Boh, A-Bur-Mun, F-ENG-Bel, F-MAO-ENG, F-Nap-ION, A-Ruh-H.  
 Germany - A-Ber-H (R-Sil).  
 Italy - A-Tus-Rom.  
 Russia - A-Mos-S-A-War-Liv, A-War-Liv, A-Sev-H.  
 Turkey - A-Arm-Ank, A-Gre-Bul, F-Con-S-A-Gre-Bul, F-AEG-S-A-Gre-Bul.

## Press

Austria to France - No, No. A thousand times no unless you include me in this draw!  
 Italy to Board - What? I'm still here?  
 Turkey to Russia - Ok, I am moving away from you. How about hitting Run for me, huh? I'll get you in Rum the next turn. We have to act quick before France is on our doorstep.  
 Turkey to Austria - Give me back Bul and I will help you versus the French.

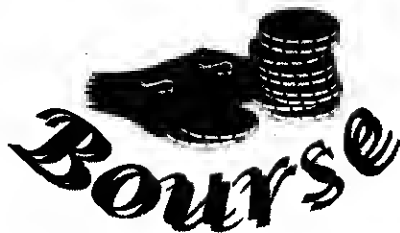
## Proposals

Combined Adjustments - Passed  
 F/E - Fails

E/F - Proposed

A/I/G - Proposed

\*\*\*Please resubmit orders. Game paused because of missing orders.



Game Name: Blitzkrieg - Vol. 2 - Editor: Bill Fellin

OLD	PRICES	AUS	ENO	FRE	GER	ITA	RUS	TUR		
		1.63	1.34	1.38	0.33	0.33	0.37	1.31		
OLD	CASH	AUS	ENG	FRE	GER	ITA	RUS	TUR	TOTALS	
SSEC	0	1884	2174	1883	0	0	0	1450	12815	
ZODC	1	1104	8521	938	0	1006	500	475	11553	
FUP8	0	1680	1016	1877	0	0	0	1891	18945	
WACO	82	1400	1840	2587	0	0	5000	800	19579	
TGOZ	886	801	1000	4581	0	87	0	0	14297	
SHBT	0	800	1257	1826	800	700	0	2395	11997	
BBAT	0	2150	2828	2493	0	0	500	1489	18489	
BBRO	5	902	1402	4680	0	0	0	0	15042	
TOTALS	472	12221	15788	20773	800	1793	5500	2400	111873	
TRANS.		AUS	ENG	FRE	GER	ITA	RUS	TUR	TOTALS	
SSEC		-800	-800	0	0	0	8500	-500	2000	
ZODC		0	0	0	0	0	0	0	0	
FUP8		500	90	-500	0	0	0	150	220	
WACO		-500	0	0	0	0	1000	100	800	
TGOZ		0	222	0	0	-87	0	0	155	
SHBT		0	0	0	0	0	0	0	0	
BBAT		-500	13	-500	0	0	0	0	-992	
BBRO		-500	13	-500	0	0	0	0	-992	
TOTALS		-1500	-83	-1000	0	-87	2300	-373	2254	
NEW	CENTERS	AUS	ENO	FRE	GER	ITA	RUS	TUR		
		0	0	0	2	2	2	0		
NEW	PRICES	AUS	ENO	FRE	GER	ITA	RUS	TUR		
		1.47	1.33	1.33	0.33	0.31	1.33	1.13		
NEW	CASH	AUS	ENO	FRE	GER	ITA	RUS	TUR	TOTALS	DIFF
SSEC	40	994	1974	1883	0	0	3500	950	14364	1549
ZODC	1	1104	8521	630	0	1000	500	475	11519	-14
FUP8	1	2180	1515	1877	0	0	0	1821	12107	-680
WACO	101	900	1640	2597	0	0	6000	1000	19434	2859
TGOZ	1	901	1222	4501	0	0	0	0	13707	-580
SHBT	0	900	1257	1929	900	700	0	2395	11293	-404
BBAT	0	1930	2700	2493	0	0	1500	1499	19729	259
BBRO	1958	402	1420	4180	0	0	0	0	14349	-493
TOTALS	2012	2701	15348	16773	900	1703	11300	2130	112761	3632

## Trading Companies

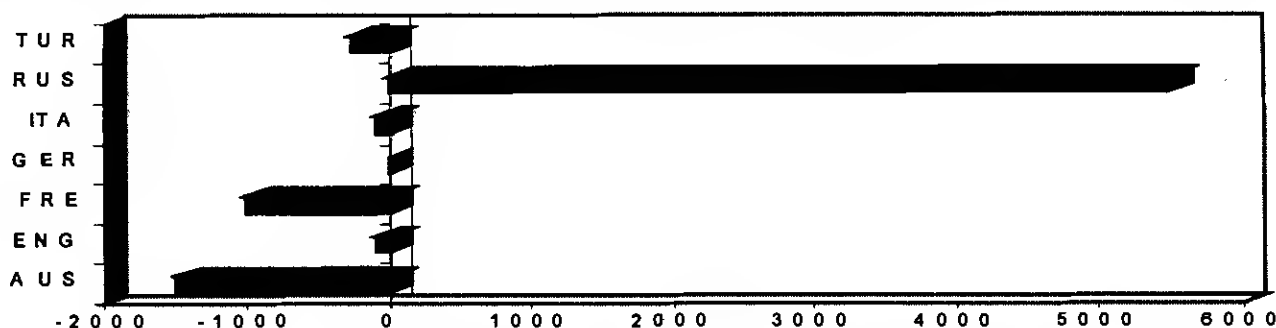
BBAT Barney Bank and Trust  
 BBRO Bruin Bros. Capital Management  
 FUP8 Fuck Ups, Inc.  
 SHBT Shoddy Bank and Trust  
 SSEC Seaver Securities  
 TGOZ The Gnomes of Zurich  
 WACO World Accounting Currency Organization  
 ZODC Zodiac Inc.

\*\*\*Please resubmit orders. Game paused.

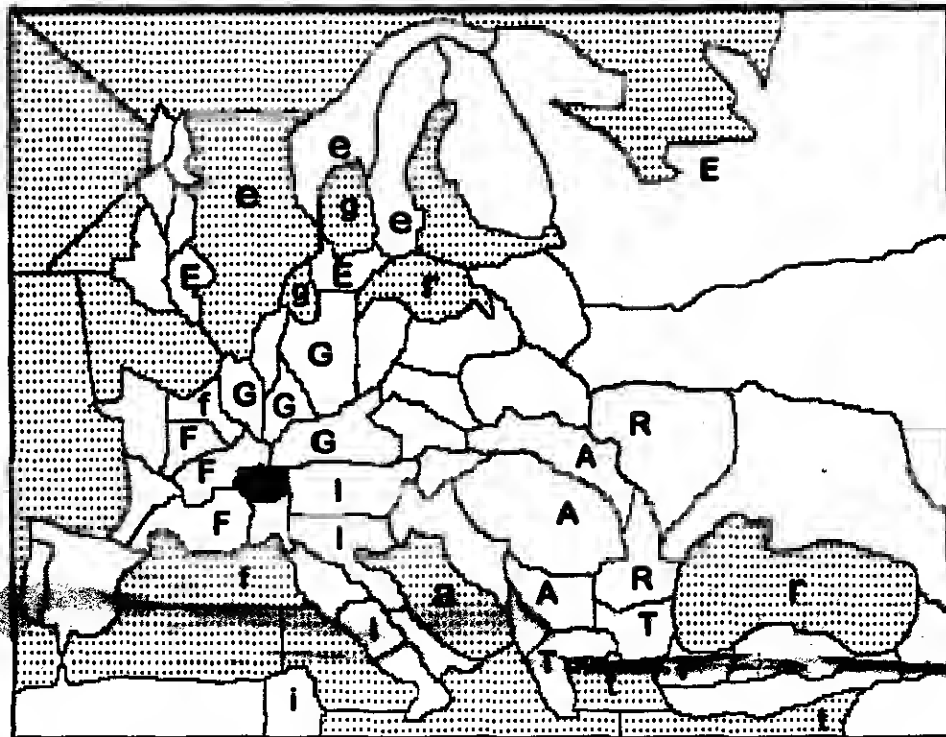
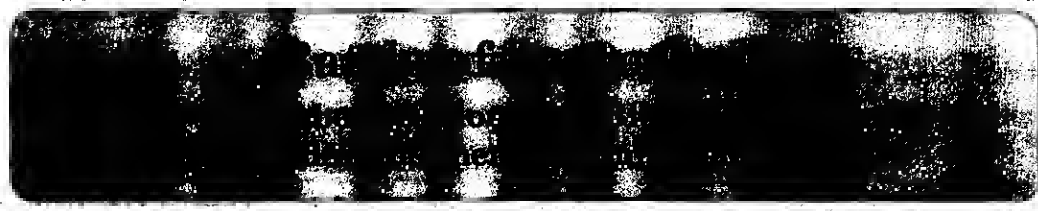
## The Players

BBAT Thomas Pasko  
 BBRO Jake Halverstadt  
 FUP8 Bill Fellin [not eligible to win]  
 SHBT NMR\*\*\*Stand-By Requested\*\*\*  
 SSEC Olin Hentz  
 TGOZ Stephen Koehler  
 WACO Robert Koehler  
 ZODC Vince Galarneau

## Buying & Selling Analysis







Miller#-1994AFrb32

## The Players

- Austria - Roger Rabbit
- England - Sweet Polly Purebread
- France - Top Cat
- Germany - Droopy
- Italy - Betty Boop
- Russia - Calvin
- Turkey - Hobbes

\*\*\*Game paused because of missing orders.

## Start of Fall 1904 SC Status

- Austria - Vie, Bud, Ser, Tri.
- England - Lon, Edi, Liv, Nor, Stp, Swe, [-Den].
- France - Bre, Par, Mar, Por, Spa.
- Germany - Ber, Kie, Mun, Hol, Bel, [-Den].
- Italy - Rom, Nap, Ven, Tun.
- Russia - War, Mos, Sev, Rum.
- Turkey - Ank, Con, Smy, Gre, Bul.

## Fall 1903 Moves

- Austria - A-Vie-Tri, F-ADR-S-A-Vie-Tri, A-Bud-Ser, A-Rum-S-A-Bud-Ser(B-Bud), A-Gre-S-A-Bud-Ser(B-Alb), F-ION-S-A-Gre.
- England - F-Stp(nc)-NWY, F-Edi-NTH, A-Yor-Lon, F-SKA-Swe, A-Fin-S-F-Ska-Swe.
- France - F-GOL-C-A-Spa-Tus, A-Bur-S-I-A-Tyr-Mun, F-NTH-S-R-F-Ska-Den(nor), F-ENG-Pic, A-Mar-S-A-Bur, A-Par-S-A-Bur, A-Spa-Tus.
- Germany - A-Mun-Bur, F-Den-H, A-Ruh-S-A-Hol-Bel, A-Bel-Bel, A-Hol-Via.
- Italy - F-Tun-Tun, A-Nap-H, A-Tyr-S-A-Yen-Tri, A-Yen-Tri.
- Russia - F-BLA-Rum, A-Sev-S-F-BLA-Rum, A-War-Gal, F-Swe-Nor(GOE).
- Turkey - A-Alb-Gre, A-Bul-S-Alb-Gre, F-AEG-S-Alb-Gre, A-Con-S-A-Bul.

## Winter 1903 Adjustments

- Austria - Removes: A-Alb, F-ION.
- England - Builds: A-Edi.
- France - Removes: A-Tus.
- Germany - Builds: F-Kie.
- Italy - None.
- Russia - None.
- Turkey - Builds: F-Smy.

## Spring 1904 Moves

- Austria - F-ADR-S-Ser-Tri, A-Ser-Tri, A-Vie-Gal, A-Bud-S-A-Vie-Gal.
- England - A-Edi-Den, F-NTH-C-A-Edi-Den, A-Lon-Bel(nc), F-Stp(nc)-NWY, A-Fin-Stp, F-Swe-S-A-Edi-Den.
- France - A-Bur-S-I-A-Tyr-Mun(nc), F-ENG-Pic, A-Mar-S-A-Bur, A-Par-S-A-Bur, F-GOL-H.
- Germany - F-Kie-Hol, F-Den-Ska, A-Hol-Kie, A-Ruh-Bur, A-Mun-S-A-Ruh-Bur, A-Bel-S-A-Ruh-Bur.
- Italy - F-Tun-Tun, A-Nap-Rom, A-Tyr-Tri, A-Ven-S-A-Tyr-Tri.
- Russia - A-Sev-Rum, F-Rum-BLA, A-Gal-S-A-Sev-Rum(R-Uhr).
- Turkey - F-Smy-EME, A-Gre-H, A-Bul-S-A-Gre, F-AEG-S-Gre, A-Con-S-Bul.

## Press

Austria to The Real Italy - Can't we work something out?

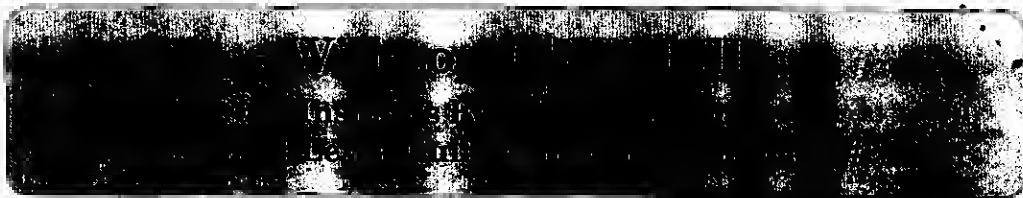
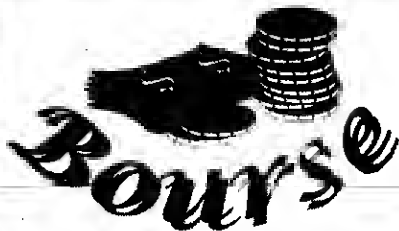
Austria to Turkey - Help me into Rumania, you keep Greece and let's kick some butt together.

France to England - I'm only here to help you (into Denmark & Holland.) France to Austria I'm only here to help you (into Venice & Naples.)

France to Germany - Go east young man! You'll never reach Brest. Stay satisfied with Belgium, and take Warsaw & Moscow.

France to Italy - I'm not going to Rome and Venice. Don't you try going to Marseilles and Spain. Get your share of Austria (& Munich) before Turkey and Russia grab everything!

Germany to England - Once again I'll state that I am going WEST only. Do you want to share?



Blitzkrieg - Vol. 2

GLD	PRICES	AUS	ENG	FRE	GER	ITA	RUS	TUR		
		1.26	1.35	1.12	1.24	2.62	0.72	2.74		
GLD	CASH	AUS	ENG	FRE	GER	ITA	RUS	TUR	TOTALS	
BBLD	110	1900	1000	900	1100	1000	1100	1000	8117	
CUNT	1	1100	1770	1846	1250	701	0	550	8146	
LCSB	0	1982	3417	1250	1150	0	0	250	11547	
RICH	0	1000	2793	1000	1430	0	1300	300	10811	
PINK	605	2335	2428	23	1500	900	0	0	10891	
QUAS	984	1100	1200	1200	1100	500	1300	500	9081	
DSBP	140	500	0	2000	2500	0	1000	1500	8440	
TOTALS	1840	9917	12613	2319	10030	2191	4700	4100	89913	
TRANS.		AUS	ENG	FRE	GER	ITA	RUS	TUR	TOTALS	
BBLD	0	0	0	0	0	0	0	0	0	
CUNT	0	0	0	0	0	0	0	0	0	
LCSB	0	0	0	0	0	0	0	0	0	
RICH	0	-500	0	-300	1335	0	-500	-500	-405	
PINK	0	-500	0	0	0	2040	0	0	1540	
QUAS	0	0	0	0	0	0	0	0	0	
DSBP	0	0	0	0	0	0	0	0	0	
TOTALS		-1000	0	-300	1335	2040	-500	-500	1135	
NEW	CENTERS	AUS	ENG	FRE	GER	ITA	RUS	TUR		
NEW	PRICES	1.26	1.35	1.14	1.48	0.86	0.72	0.71		
NEW	CASH	AUS	ENG	FRE	GER	ITA	RUS	TUR	TOTALS	DIFF
BBLD	110	1900	1000	900	1100	1000	1100	1000	8151	34
CUNT	1	1100	1770	1843	1250	701	0	550	9243	93
LCSB	0	1982	3417	1250	1150	0	0	250	11440	-107
RICH	18	500	2793	500	2825	0	800	0	10591	281
PINK	0	1835	2428	23	1500	2940	0	0	11005	614
QUAS	984	1100	1200	1200	1100	500	1300	500	9060	4
DSBP	140	000	0	2000	2500	0	1000	1500	8545	105
TOTALS	1856	6917	12616	7713	11425	5141	4200	3300	69440	1027

## Trading Companies

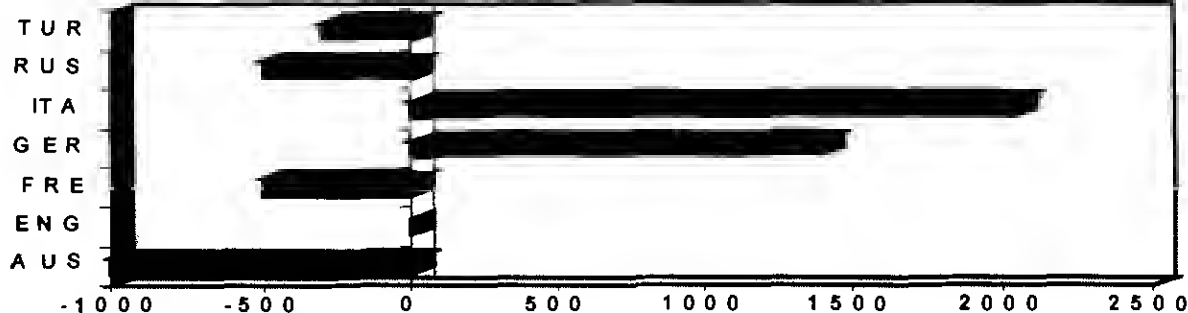
BBLD Barrister's Brokerage Limited  
 CUNT Cox's Underworld Network Traders  
 LCSB Lying, Cheating, Stealing, Bastards  
 RICH Rabid Imperialist Company of Hyde Park  
 PINK Prognosticating Imperialists of North Korea  
 QUAS Royal Bank of Quastolia  
 DSBP Dark Sandy By-Products

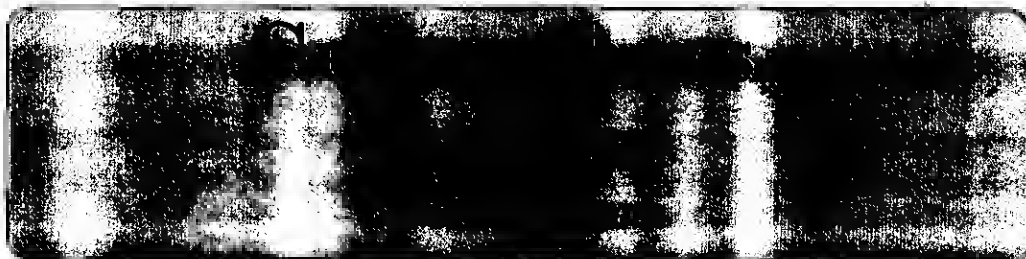
\*\*\*Game paused.

## The Players

BBLD NMR\*\*\*Stand-By Requested\*\*\*  
 CUNT Bill Fellin [not eligible to win]  
 LCSB Thomas Pasko  
 RICH Olin Hentz  
 PINK Roger Cox  
 QUAS NMR\*\*\*Stand-By Requested\*\*\*  
 DSBP NMR\*\*\*Stand-By Requested\*\*\*

## Buying & Selling Analysis





## Doctors

Name	Address
Fellin, Bill	PO Box 898, Bristol, CT, 06011-0898
Galarneau, Vince	436 Old Post Rd, Tolland, CT, 06084
Hawes, Peter	125 Woff St, Sunnybank 4109, Brisbane, Australia

## Interns

Name	Address
Acheson, Bob	The Canadian Diplomat, 15717, 22 Ave, Edmonton, Alberta, Canada, T5R-4C5
Agar, Stephen	Spring Offensive, 79 Florence Rd, Brighton, East Sussex, BN1-6DL, England
Bonan, Jim	Dippy, 417 S Steugh St, Hinsdale, IL, 60521
Boardman, John	Graustark, 294 East 19th St, Brooklyn, NY, 11236-5303
Bolden, Paul	Boris the Spider, 303 Deven Ct, Ft Walton Beach, FL, 32547-3110
Burgess, Jim	The Abyssinian Prince, 100 Holden St, Providence, RI, 02908-5731
Butcher, Tom	Blut und Eisen, 17403 Matinal, 95333, San Diego, CA, 92127
Cameron, Scott	Protozoan, 4 Meadow Ln, Hicksville, NY, 11801-5304
Ganghan, Pete	Perelandra, 1236 Detroit Ave, Apt 7, Concord, CA, 94529
Gonzalez, Michael	Crimson Sky, 530 Treasure Lake, Dubois, PA, 15801
Hassler, Chris	S.O.B., 631 Candia Circle, La Habra, CA, 90631
Howell, Tom	Off the Shelf, PO Box 1456, Port Townsend, WA, 98368-0034
Kendler Jr, Lee	Alpha & Omega, 1503 Pilgrim Ln, Quakertown, PA, 18951
Kent, Douglas	Maniac's Paradise, 2121 Royalton Dr, Dallas, TX, 75230
Kochler, Stephen	Diploecus, 2908 Saintfield Pl, Charlotte, NC, 28270
Lecco, Robert	Northern Flame, 49 Parkside Dr, Brampton, Ontario, CANADA, L6Y-2H1
Lisbett, Andy	Cheesecake, 2493 Ridgeland Ave, Berwyn, IL, 60403
Mattai, Eduardo	Compendio Ars Diplomatie, Viale Sartiore, 35, 00147-Roma, Italy
McKee, Brent	Making Love in a Canoe, 901 Ave T.N., Saskatoon, Saskatchewan, Canada, S7L-3E9
Moore, William	Ramblings by Moonlight, PO Box 1234, Granite Falls, WA, 98256
Reynolds, Phil	Alchemist, 2000 University Ave, St. Paul, MN, 55106
Von Metke, Conrad	Costume Design, 4001 P St, San Diego, CA, 92117
Wang, David	Metamorphosis, PO Box 1564, Piscataway, NJ, 08854
Weiss, Richard	Zero Sum, 1480 Creekside Dr, Apt A-312, Walnut Creek, CA, 94596
York, Andy	Pontevedia & Rambling Way, PO Box 2307, Universal City, TX, 79148-1307

## Patients

Name	Address	Issues
Andruschak, Harry	PO Box 5309, Torrance, CA, 90510-5309	09NMR-INS
Bernosky, Steven	10 Chardonay Ct, Marlton, NJ, 08053	13
Clarke, Dennis	90 Prospect Ave, #5C, Hackensack, NJ, 07601	07
Cox, Roger	57 Coastline Dr, Inman, SC, 29349	08
Fellin, Shawn	3219 St. Martins Trail, Apt 1504, Richmond, VA, 23294	01
Fisher, Mike	43 Mannheim St, #2, Philadelphia, PA, 19144-2942	06
Galarneau, Matt	436 Old Post Rd, Tolland, CT, 06084	06
Garrett, Jack	461 W. Lincoln Dr, Greenville, Ohio, 45331-2340	09
Goranson, Rich	10 Hertel Ave, #208, Buffalo, NY, 14207	10
Halverstadt, Jake	4154 Tanager St, Fort Collins, CO, 80526	02
Head, Kim	23 Higher Efford Rd, Efford, Plymouth, Devon, PL3 6LB, England	06
Hents, Olin	26 Cicco Ct, Plainville, CT, 06062	08
Knapp, Eric	11 Lilac Ln, Farmington, CT, 06109	11
Knotts, Cody	PO Box 98, Taylorstown, PA, 15385	07
Kochler, Robert	5202 Candlewick Rd, Greensboro, NC, 27455	06
Lurtz, Tim	C/o Hess Language School, Wufu 1st Rd, #77, 2nd Flr, Kaohsiung, Taiwan, R.O.C.	10
Lux, Joe	J. Ohlinger's Movie Material Store, 242 West 14th St, New York, NY, 10011	09NMR-INS
Nast, Phillip	4318 Rhine Dr, St Louis, MO, 63033	12
Newmaster, Ron	37 George Cr, Mechanicsburg, PA, 17055-4751	12
Noah, Matt	21101 Chandler Ct, Sterling, VA, 20164	06
Patterson, Mark	42 Herber Ave, Delmar, NY, 12054	06
Payne, Joe	1622 Allenton Ave, Brandon, FL, 33511	08
Sasseville Jr, Roland	38 Bucklin St, Pawtucket, RI, 02861-1902	11NMR-INS
Scarborough, Jared	RR1, Box 160, Payson, IL, 62360-9743	07
Scarborough, Tom	2516 E Racine St, #1, Janesville, WI, 53545-5224	16
Scharf, William	4814 Walnut Grove Ave, Rosemead, CA, 91770	08
Sidellinger, Dave	420 King St, B-3, Bristol, CT, 06010	08
Szylika, John	6810 Balsam Ln N, Maple Grove, MN, 55869	08
Triunfo, Marcelo	16 Strong Pl, Brooklyn, NY, 11231	04
Wilson, Austen	21 Caldwell Dr., Princeton, NJ, 08540	05
Wilson, Kevin	373 Gateford Dr, Ballwin, MO, 63021-8345	09
Zodda, Rudy	38 Van Zandt Dr, Pearl River, NY, 10965	09



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01. Movea & Sub-Zines in by the stated deadline.
02. Magazine will be mailed by within 7 days of last deadline.
03. Articlea can be submitted by anyone. Free Issue on publication.
04. Sub-Zinea will be accepted upon review and must follow CDD policies.
05. 1.00 dollar an issue.
06. Editor has final say over all matters.
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08. We will offer NMR insurance. If your moves aren't received by the 20th of the month, a call will be made to you. An issue will be deducted from your subscription account. Not for International players. You must specifically ask for this service. *May not apply to sub-zine games.*
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10. Black Press, means that anyone can say anything at anytime, as anyone.
11. Gunboat, means that everyone plays secretly with no complex strategy passed through the press.
12. *No Game fees.* You must have an account balance of at least 2 issues to play.
13. International games will be setup with 2 month deadlines. If you'd rather not play in one of these games, please tell me when you send in your game starts.
14. Failure to vote on any proposals will be counted as a yes.
15. All GM errors must be pointed out before turn deadlines, or they won't be corrected.
16. To become a Doctor, you must have at least one article published, or publish a sub-zine.
17. Standbys will be used on the second consecutive NMR received. After the first NMR a standby will be asked to send in orders. If the player NMRs again, the position goes to the standby. Standbys will be earn 1 free issue for every turn they play in a position that they have taken over. A player who NMRs himself out of a game will be penalized one issue from his subscription balance.
18. Everyone will get a copy of the rules, map, & any other materials needed to play when they get a game start, or if they are requested.
19. These games are supposed to be fun for all, so don't become a party-pooper if you get stabbed or eliminated, which happens to everyone sooner or later. Don't make me have to slap you in public.

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